

## Chapter 1 : Map of Faerûn | Dungeons & Dragons

*While the Sword Coast Adventurer's Guide is a valuable resource for Dungeon Masters, it was crafted with players and their characters foremost in mind. There is a plethora of new character options to intrigue and inspire every member of the adventuring party.*

The answer is simple: This is not a campaign setting. This book is for both DMs and Players, and includes 5e lore on major cities and settlements, deities, races, classes, etc, for a huge area. If it were that detailed, this book would need to be several volumes at minimum. The class options are merely new paths for existing classes, albeit some of them might make the class feel wholly different like the swashbuckler rogue or bladesinger wizard. Still, they are class options. **DO** buy this book if: This book is pretty good at showing where the realms stand in 5e without getting so detailed it puts a ton of constraints on your campaign. Still, as I mentioned before, if you like to go totally off canon, a huge portion of this book will be useless to you. You can easily find a 4e map of Neverwinter on the internet if you want to see what the places are really called versus what appears to have been some bad autocorrect changes Moonstone Mark, Clock Tower, Bluelake District [errors] vs Moonstone Mask, Cloak Tower, Blacklake District [correct]. The sections on race supply mostly Realms-flavor for your character, which some people feel is useless. I, personally, enjoy this sort of thing, as not everything needs to be a game mechanic or enhancement. There are more in depth looks at sun and moon elves for instance, and a list of rarer elf types such as the winged Avariel. There are also two new races for this supplement, the duergar and the svirfneblin which overrides the one in the Elemental Evil pdf. I feel like the playtesting required for new classes would have delayed this book until next year sometime, and the lore is something a lot of DMs wanted now. The bladesinger wizard is the standout here, allowing you to make a melee wizard and there are several new cantrips to go along with it or the new warlock option. The book also contains a lot of information on the Realms deities, having lists of all the deities including the non-human deities like Moradin, Brandobaris, and Correlon Larethian. Each deity has a short write-up and a picture of its symbol. These are not exhaustive histories of each deity, but rather the basics and how that deity fits in post-Sundering. The wiki is a good place to look up older info, or if you have older campaign setting books. The book also includes brief overviews of areas well beyond the borders of the Sword Coast, as most people of the realms would have heard at least basic info on these more distant lands. If you have all of those books already, you can use this book to show you what has changed and how that information is relevant to the 5e setting. I give this 4 stars, because the book was rushed and there are a few minor errors the only ones I found that might actually affect play is the name errors on the Neverwinter Map.

### Chapter 2 : 0Y“š [PDF] D&D 5e Sword Coast Adventurer's Guide PDF - Pirated Ebooks

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Duegar Dwarven racial option in case you wanted magic that fails in sunlight Ghostwise Halfling racial option in case you wanted telepathy Svirkneblin: Half-Elf variants replace Skill Versatility with one of several elven features. Tiefling variants that replace specific features Class Options Barbarian Battlerager: This dwarf-only option involves dressing yourself up in spikes and hugging your enemies to death. Bards get new instrument options, and nothing else. Cleric of the Arcane: The art totally looks like Dorian from Dragon Age: Inquisition, which was an extremely disappointing game. Anyways, this option is awesome if you want to permanently have great wizard spells prepared. No real class changes, but it introduces the concept of Moonwells. Fighter Purple Dragon Knight: Monk of the Long Death: Vampiric touch, Frighten, orc racial power and ungodly strong death attack. Monk of the Sun Soul: Way of the Elements, but slightly weaker and less ki-intensive Paladin Oath of the Crown: Swear an oath to the local monarch. Rangers get nothing and like it. You probably read this already, but you get to be Errol Flynn. Gain easier Sneak Attack and dance in and out of combat while making jokes and charming your enemies. You probably saw the preview. Make a pact with Vecna for necromantic spells, protection from the undead, and healing for yourself. Plus, you can do a neat trick with severed limbs. Restricted to those with Elven ancestry, this melee path trades in your school for Int bonuses to AC, concentration Con saves, and damage, plus damage reduction, light armor proficiency, and less important stuff. Last edited by EvilAnagram; at

*At long last we have the Sword Coast Adventurer's Guide in our hot little hands and, we must say, it is a great book. Along with some great background information on the Sword Coast, we've also got some compelling character options for our budding heroes. The questions on everyone's lips are.*

Did you know that the Sword Coast was imagined all the way back in the year ? However, it has been refined gradually. This guide, therefore, updates the setting and mechanics that you will require to operate with the ruleset of the 5th edition of the Dungeons and Dragons. The first two chapters of Sword Coast Adventurer guide focuses on the setting of the Realms, the surrounding islands of the Sword Coast and The Underdark. The next sections of the book detail the races of the realms and other information that will help you play the game. Using this guide will, therefore, enable you to craft a backstory that is fantastic. You will, therefore, be able to create a compelling story. The book also contains detailed artwork throughout it and small green sidebars. It will help you to craft your fantasy world with ease. The sidebars consist of snippets of songs, a specific history, and legends that you might integrate into your adventures. You can also translate the artwork into a reference for your experience and into beautiful examples of what the characters should look like. This section also covers the skills that each character should possess, the languages they might speak and the equipment they might carry.

**Welcome to the Realms** It is an introductory chapter. It introduces the Sword Coast and a wide overview of the Toril. It also includes the Realms history and on different levels of magic. It also contains essential domains tables. This section presents a general guide to the characters of the place.

**Races of the Realms** Through this section, you will find the Faerun specifics about the various races. It also contains several new options to enable your half-elves to replenish their skill for something more specific.

**Classes** This chapter is about how different organizations should use the various classes. It also contains all the virtues and mechanical monastic tradition that should be followed by specific orders of monks. These background options include clan crafter, city watch, Waterdhavian noble and urban bounty hunter.

## Chapter 4 : The Sword Coast Adventurer's™ Guide and You! | D&D Adventurers League Organizers

*SWORD COAST ADVENTURER'S GUIDE. CREDITS BIBLIOGRAPHY - s book was 'a collaboration between Wizards of the Coast and Green Ronin Publishing. Members of the Green Ronin creative team are marked with an asterisk below.*

Members of the Green Ronin creative team are marked with an asterisk below. Here are the Forgotten Realms works that most influenced this book. Emi Tanji Cover Illustrator: Tyler Jacobson Interior Illustrators: Conceptopolis, Olga Drebas, Jason A. Daniel Reeve Project Management: Neil Shinkle, John Hay Production Services: Lost Empires of Faerûn. Boyd, Eric L. Forgotten Realms Campaign Guide. Crawford, Jeremy, and Christopher Perkins. Ghosts of Dragonspine Castle. Waterdeep and the North. Greenwood, Ed, and Jason Carl. Greenwood, Ed, Matt Sernett, and others. Forgotten Realms Campaign Setting. Grubb, Jeff, Kate Novak, and others. Scourge of the Sword Coast. Rise of the King. Legacy of the Crystal Shard. Guide to the Savage Frontier. In the event of a catastrophic encounter with any or all such entities, blame your Dungeon Master. He knows more archmages than we do. Featured left to right: Skip Brickard, a halfling fighter with an ore-sized chip on his shoulder; Ill-yidia Maethellyn, an aged moon elf cleric of Sehanine Moonbow; Hitch, a brash rogue whose shady past ties him to the Zhentarim; Makos, a tiefling warlock hell-bent on revenge against his infernal father; and Nayeli Goldflower, a powerful human paladin driven by an oath of vengeance. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast. Printed in the USA. Welcome to the Realms The Sword Coast and the North Races of the Realms Class Options in Other Worlds Making the Realms Yours A year later, author R. In the years since, the Forgotten Realms have played host to a vast number of game products, novels, video games, and more, making it one of the most widely visited fantasy settings ever created. The lost portals to the Realms have returned and remained open in the depths of our imaginations and do so to this day, as more and more visitors find their way there. Already, new heroes have accomplished great deeds and saved Faerûn from terrible evil and will continue to do so, as long as the flame of imagination draws them there. It gives you a broad look at the continent of Faerûn and the world of Toril in general, and the regions of the Sword Coast and the North in particular. Chapter 1 of this book gives an overview of the Sword Coast and nearby lands, its history, the role of magic, and its religions. Chapter 2 goes into detail about the cities and other locations of the Sword Coast. Chapter 3 gives history and some game material for various races and subraces, both common and uncommon, that can be met on the Sword Coast and in the North. Chapter 5 gives backgrounds designed to link your characters to the great places, people, and events of Faerûn. The Realms are a place to create and tell your stories, about your adventurers and their deeds. The lands and peoples of Faerûn welcome you, traveler, for it is a place of peril sorely in need of the heroes you will bring forth. Go now, through the portal of imagination and into vast and wonderful realms awaiting beyond. Interspersed among the lands of humans are old dwarven kingdoms and hidden elven enclaves, assimilated populations of gnomes and halflings, and more exotic folk. A great deal of adventure is to be had in the Realms, for those willing to seek it out. The routes between cities and nations often cross into the territory of brigands or marauding humanoids. Every forest, swamp, and mountain range has its own perils, whether lurking bandits, savage orcs and goblinoids, or mighty creatures such as giants and dragons. Ruins dot the landscape and the caverns that wind beneath the surface. In these places, treasures of every living race- and a number of dead ones - wait for adventurers intrepid enough to come and claim them. Faerûn is filled with rich history and wondrous tales of adventure and magic, but the lifeblood of its common people is agriculture and trade. Most rural folk depend on farming to eat, and Faerûnians who live in cities ply skilled trades or use brawn to earn their keep, so they can purchase the goods and food provided by others. News and gossip are carried between population centers by caravans and ships that bring in supplies for trade and by traveling bards and minstrels who recount or invent stories to inform and entertain people in taverns, inns, and castles. Adventurers also spread news while also

creating it! The common folk of Faerun look on adventurers with a mixture of admiration, envy, and mistrust. Folk believe that any stalwarts willing to risk their lives on behalf of complete strangers should be lauded and rewarded. But such adventurers, if they become successful, amass wealth and personal status at a rate that some people find alarming. Even people who admire these adventurers for their energy and their acts of valor might have misgivings: Most of the people who populate the continent have little or no knowledge of lands outside Faerun. The most educated among the populace agree that Faerun is but one continent and that Toril! Except in the most remote or insular places, Faerunians are accustomed to seeing people of different cultures, ethnicities, and races. Only in the most cosmopolitan areas does such casual acceptance extend to evil humanoid races—such as goblinoids, orcs, and drow—to say nothing of even more dangerous creatures. Adventurers tend to be more tolerant, accepting exiles, misfits, and redeemed folk from strange lands and with unusual shapes. More broadly, the North refers to all the territory north of Arnn, split into two general regions: The Western Heartlands encompasses a narrow strip of civilization running from the Sunset Mountains to the Sea of Swords, and northward from the band of territory marked by the Cloud Peaks and the Troll Mountains to the Trade Way. The Savage Frontier is the name given to the rest of the unsettled or sparsely settled territory in the North, not including the major cities and towns and any settlements in their immediate spheres of influence. Most of the communities, nations, and governments of the North can be grouped into five categories: Each category is discussed briefly here; more details can be found in chapter 2. In addition to providing military support and a forum for the peaceful airing of differences, the Alliance has always acted under the principle that communities with common cause that engage in trade are less likely to go to war with one another. Disagreements and failed obligations during a war with the ore kingdom of Many-Arrows destroyed the remaining trust between members of the Marches, and that pact is no more. The dwarfholds still ally with one another, and individually with nearby human realms, but no longer pledge to stand unified with all their neighbors. Despite continually warring over the centuries with the orcs and goblinoids of the region, and having to fight off assaults from below by duergar and drow, the shield dwarves have stood fast, determined to hold their halls against all threats—and, when necessary, reclaim them. Holds that survive from the days of Delzoun include Mithral Hall, Citadel Adbar, and Citadel Felbarr. The fabled city of Gauntlgrym, built by the Delzoun dwarves and recently taken back from the drow, stands as a beacon of resurgent dwarven strength in the North. Stoneshaft Hold and Ironmaster are lonely settlements continually girding themselves for threats real and imagined. Sundabar and Mirabar are also generally considered dwarfholds, despite their substantial human populations. Until recently, many of the dwarfholds were members of the Silver Marches also known as Luruar, an alliance. Off the western coast of Faerun are a number of island realms of varying size. The most distant, and yet perhaps the most symbolically important to the mainland, is Evermeet, the island paradise of the elves, reputed to be a part of the divine realm of Arvandor. Much closer to Faerun are the Whalebones and Ruathym, ancient homes of the ancestors of the Illuskan people, and the Moonshaes, where many of those same people now share the islands with the Ffolk and an elf offshoot known as the Llewyr. The free port of Mintarn lies nearby, a neutral site for meetings between enemies and a recruitment spot that offers abundant jobs for sailors. Despite its size, the tiny island of Orulumbar, with its treacherous harbor and its skilled, in-demand shipwrights, is an independent and influential nation unto itself. In the seas to the south, pirates of many races and predilections sail from the Nelanther Isles, preying on trade running north and south along the coasts. Since the beginning of the Sundering, fabled Lantan and Nimbral have returned. Both the center of invention and the isle of Leira—worshiping illusionists—are even more secretive and less welcoming of strangers than before their disappearance. Even the civilized locales among these places, such as Elturgard, exist, at best, in an uneasy tension with the denizens of the wilder lands within and just outside their borders, and survive only through constant vigilance and the steady recruitment of new defenders. A great variety of independent nations and notable locations is encompassed within the wild lands of the North. Among them are the great library of Candlekeep, home of the greatest collection of written lore in Faerun. The ruins of ancient kingdoms and countless smaller settlements litter the countryside, waiting for the right explorers to happen upon them. Duergar and drow—dark reflections of dwarves and elves—live in these sunless lands, as do the svirfneblin, or deep gnomes. Among the lands of the Underdark beneath the North are the svirfneblin city of

Blingdenstone, the duergar city of Gracklstugh, and the infamous drow city of Menzoberranzan. Also prominent is Mantol-Derith, a trading post for Underdark merchants. The lands beyond the North can be roughly divided into those to the south and those to the east, becoming more foreign to the folk of the Sword Coast and the North the farther away they are. Amid the ruin and the distress in these realms are signs of renewal and hope, as tenacious civilizations and peoples rebuild, reclaim, and create anew. A nation led by the representatives of five noble families, Arnn is a place where the wealthy rule, openly and without pretense. Shrewd traders and ruthless in business, Amnians believe that the end of a successful transaction is justified by any means, ethical or otherwise. The oligarchs utterly control their nation, but beyond the areas that each rules, their families and businesses compete with one another and with the locals of far-flung places.

### Chapter 5 : Sword Coast Adventurer's Guide pdf

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### Chapter 6 : On the Sword Coast Adventurer's Guide " Merric's Musings

*Can anyone give me a list of the new race and class options in the Sword Coast Adventurer's Guide? I only ever run custom world games, so I'm not really interested in the lore, except for inspiration.*

### Chapter 7 : Sword Coast Adventurer's Guide | Dungeons & Dragons

*The Sword Coast Adventurer's Guide and You! D&D Adventurers League Player's Guide Addendum 11/3/ At long last we have the Sword Coast Adventurer's Guide in our hot.*

### Chapter 8 : Here's what's new in the Sword Coast Adventurer's Guide!

*All pages containng information found in the Sword Coast Adventurer's Guide.*

### Chapter 9 : D&D Sword Coast Adventurer's Guide First Look & Review - SHANE PLAYS

*There are like three people on the 5e dev team that everything goes through. The rest are marketing, editing, and licensing. And not like "yeah this looks good, seal of approval" but like "come up with ideas, contact third-party publisher, collaborate to make finished product, and ship it."*